NES-BV-USA

BAD STREET BRAWLER™

MATTEL®

Game Instructions

4062-0920

Thank you for purchasing BAD STREET BRAWLER by Mattel for your Nintendo Entertainment System®. For greater game satisfaction and maximum enjoyment, read these game instructions thoroughly before you start playing.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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PRECAUTIONS

1 This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2 Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3 Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4 Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

BAD STREET BRAWLER

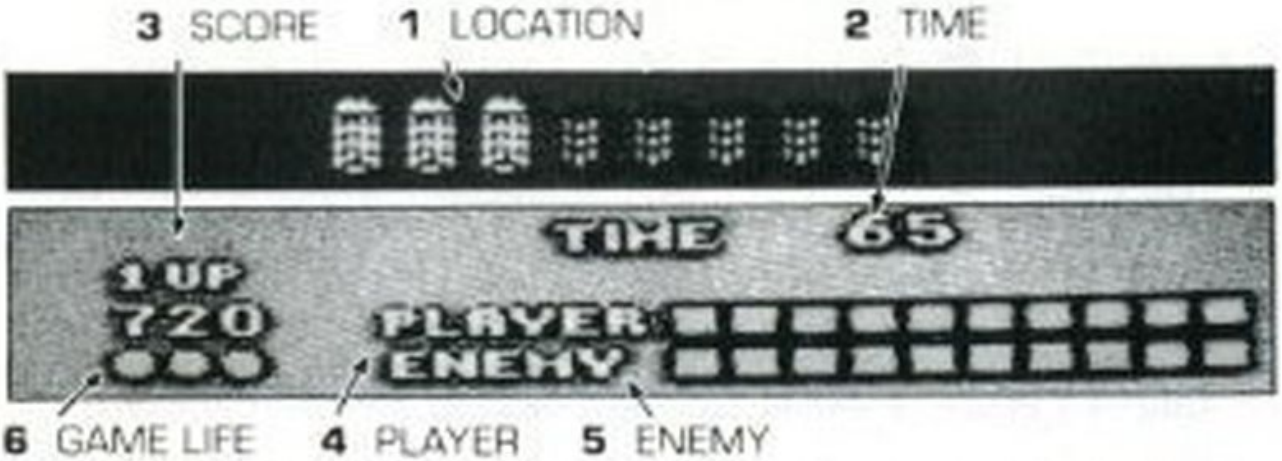
THE STORY

Lawbreaking crooks, thugs, and circus renegades rule the mean streets. It's a real zoo out there! The city is unsafe and the good citizens live in constant fear. You are DUKE DAVIS—former punk rocker and the world's coolest martial arts vigilante! You are a lean, mean, thug-trashing machine, returning to your native city streets as the ultimate defender of freedom! There's evil waiting behind every bush and danger lurking behind every corner—LOOK OUT! It's up to you to send the bad guys reeling with furious fist & foot bashing action. It's non-stop martial arts madness! Nail the no-gooders today—and watch the street savages scatter!

THE SET UP

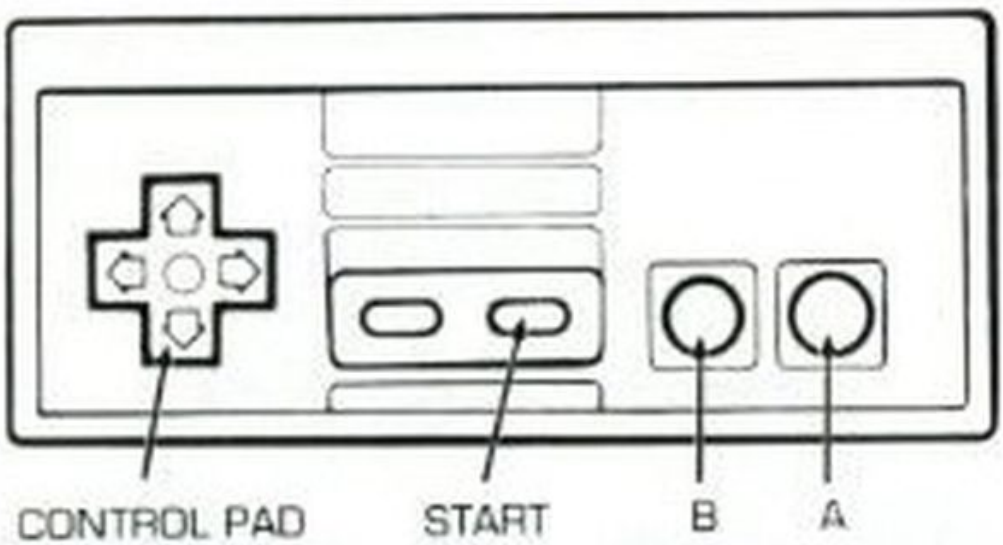
Insert the Game Pak into the slot in your Nintendo Entertainment System and turn the power on.
The game's title screen will appear.
Press START on controller #1. Use UP and DOWN arrows to select type of game to be played. Press START again to begin playing.

THE SCREEN



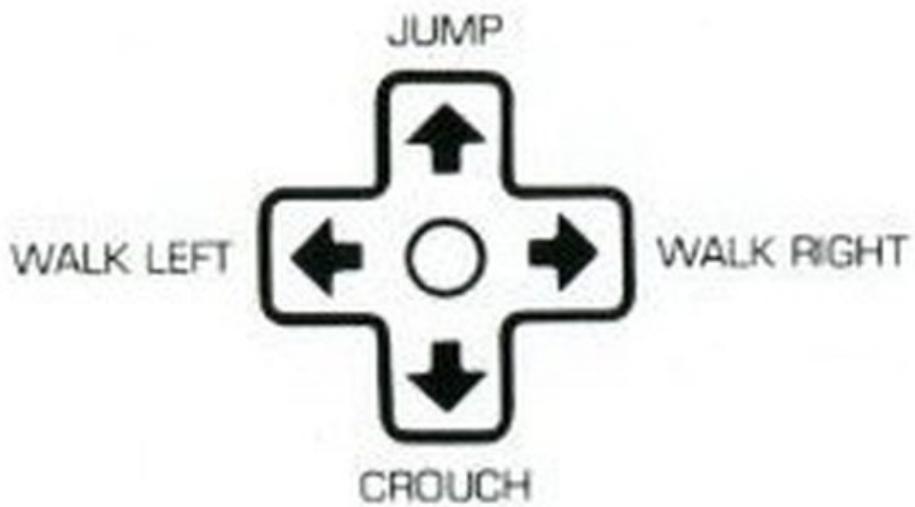
1 Indicates how far to go in your present game location.
2 Indicates amount of time left to complete the round.
3 Displays 1st Player's score.
4 Indicates Player's vitality. A game life is lost each time vitality is used up.
5 Indicates Enemy's vitality. Enemy dies when vitality is used up.
6 Indicates number of game lives the Player has left. Game is over when lives are used up.

CONTROLLING THE ACTION



START: Press to exit practice when you are ready to play.
A/B: Control Duke's Force Moves.
CONTROL PAD: Controls the basic moves.

The Basic Moves Are:



FORCE MOVEMENTS

Duke knows fifteen FORCE MOVES. But, he can only use three of them per stage. You won't know which Force Moves Duke can use until the beginning of each stage.

There are a maximum of 15 STAGES per game. At the beginning of each stage there's a PRACTICE section to learn which three Force Moves Duke can use. Try them out on the punching bag as many times as you like, in any order you want. Practice while you can. It will help you live to fight another stage.

Use RIGHT and LEFT to move Duke into position then:

Press **A**	Press **B**	Press **A** + **B**
1st FORCE MOVE	2nd FORCE MOVE	at the same time 3rd FORCE MOVE

Press **START** to re-enter the program. You can use the three Force Moves you just practiced in addition to the basic moves against real Enemies in a brawling location. Experiment to find out which moves are most effective against each Enemy.

FAST-FOOTWORK FORCE MOVES

DROP KICK

SWEEP KICK

TRIP

ROUNDHOUSE KICK

HIGH KICK

FIST-TO-FIST FORCE MOVES

PUNCH

PILE DRIVER

STOOGE HIT

EAR TWIST

ARM SPIN

FANCY FORCE MOVES

AEROPLANE SPIN

BODY FLING

GUT KNEE

HEAD BUTT

BULL RAM

BAD STREET BRAWLER ENEMIES

Here's a few you might meet on the street:

BOXER
Keep your guard up. This guy has a counter-punch for every move you make.

GORILLA
A big, bad circus escapee who throws bananas.

PUNK
Big surprises come in small packages. So, watch out for his ball and chain.

BULLDOG
They say a dog's bark is worse than his bite. Not in this case.

SPY
This sneaky little fellow is full of nasty tricks. He usually leaves bombs to blow you up. But, occasionally he drops a flying heart that gives you extra vitality if you catch it.

BIKER
He'll leave you with nothing but a set of tire tracks across your back. Keep out of his way.

BASEBALL PLAYER
He swings a mean bat. Three strikes and you're knocked out!

BASKETBALL PLAYER
He doesn't like anyone under 7ft. tall, including Duke. He uses his basketball as a weapon.

ATILLA THE HONEY
She's a sharp witted assassin with knives to match. Look out behind you! She can be a real back-stabber.

SKATEBOARDER
A bad dude to meet on the street. His sole motivation is to run you down.

FAT MAN
He's as bad as his belly is big. He'll put the squeeze on your vitality if he gets his hands on you.

MALE PUNKER
Punches out old ladies just for kicks. He deserves everything you give him.

WICKED WEAPONS

Not all your enemies carry weapons, but when they do watch out! Here's two ways to make their weapons work for you.

1 GAIN EXTRA VITALITY - If an enemy's weapon grows wings and starts to fly away, jump up and grab it. You may gain extra vitality. Remember the Spy sometimes drops a flying heart that gives you extra vitality if you catch it.

2 SCORE BONUS POINTS - Duke collects weapons from the enemies he defeats to help clean up street crime. At the end of a stage he throws them all into a trash bin. You'll get bonus points for every weaon he throws away.

BASKETBALL

BAT

DAGGER

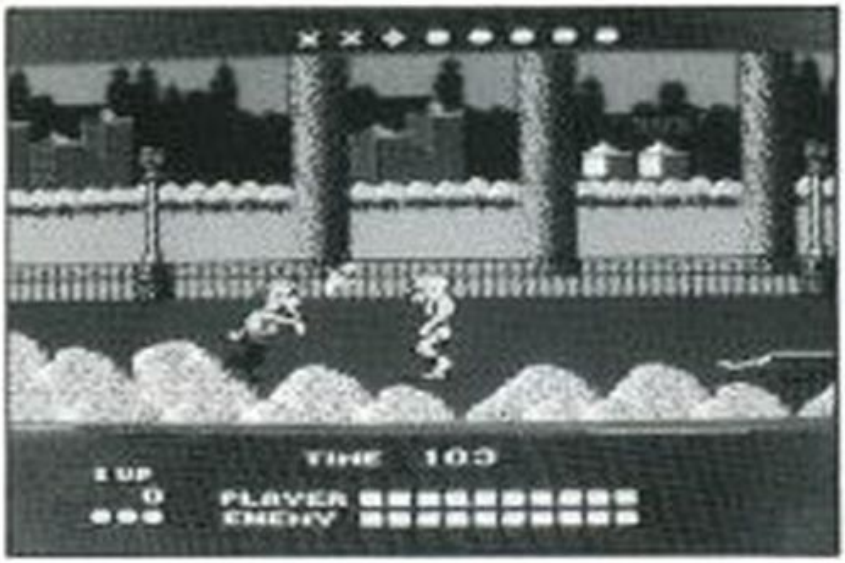
BANANA

GUN

BALL AND CHAIN

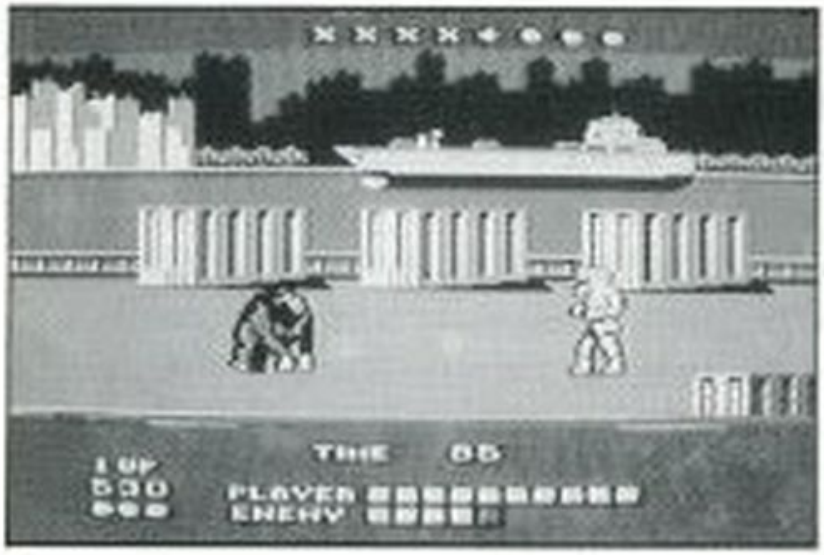
BAD STREET BRAWLER LOCATIONS

The places that Duke Davis patrols are crawling with enemies. You'll be walking from mean streets to dark alleys as you progress through the stages of the game. It's your mission to get rid of the enemies in these locations for the good citizens of the land.



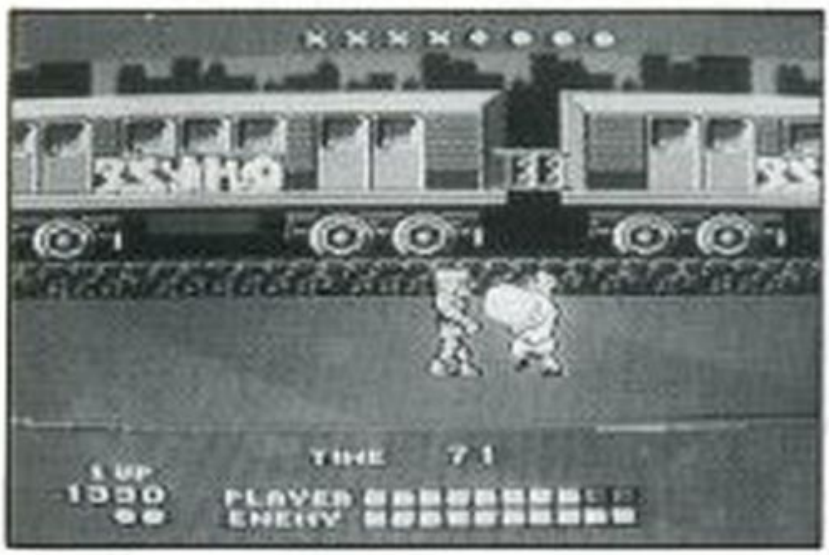
CITY PARK

STREET



DOCKS

CITY CENTER



RAILROAD YARD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict compliance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in acccordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different circuits.

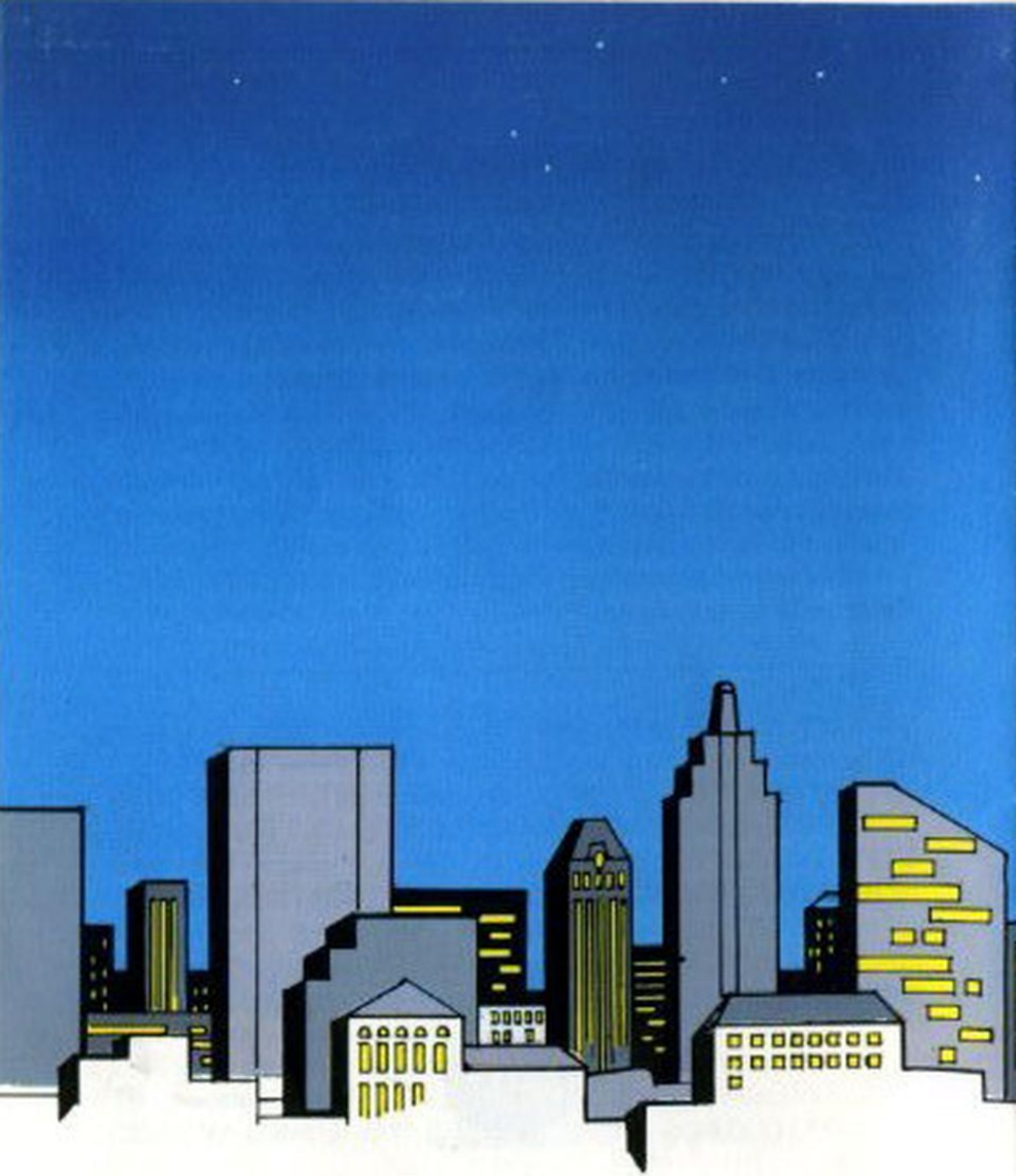
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any toy product it manufactures that the product will be free from defects in material or workmanship for 90 days (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at **our** option. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse. **Valid only in U.S.A.**

Send only product to the address listed above. Send all correspondence to Consumer Relations, 5150 Rosecrans Ave., Hawthorne, CA 90250 or you may phone us toll-free at (800) 421-2887 (Alaska and Hawaii residents phone (213) 978-6128, 6129, 6130 or 6133) Monday thru Friday between the hours of 8:00 AM and 4:30 PM PST (11:00 AM and 7:30 PM EST).



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